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MADE
PRINTED IN THE USA

GAME BOY ADVANCE



AGB-A7HE-USA

INSTRUCTION BOOKLET
LIVRET D'INSTRUCTIONS



WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

▲ WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions
Altered vision**

**Eye or muscle twitching
Involuntary movements**

**Loss of awareness
Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

▲ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation.

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

▲ WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



EVERYONE
VIOLENCE

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.



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Nintendo

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THIS GAME PAK WILL WORK ONLY WITH THE
GAME BOY® ADVANCE VIDEO GAME SYSTEM

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Starting the Game

1. Turn OFF the power switch on your Nintendo® Game Boy® Advance. Never insert or remove a Game Pak when the power is ON.
2. Insert the *Harry Potter and the Chamber of Secrets™* Game Pak into the slot on the Game Boy® Advance. To lock the Game Pak in place, press firmly.
3. Turn ON the power switch. The Nintendo Logo and legal screens appear, followed by the Language Selection screen.
4. Press the Control Pad LEFT/RIGHT to highlight a language and then press the **A** button to confirm. The title screens appear. To continue to the Main menu, press **START** (see Main Menu on p. 6).

NOTE: This Game Pak will work only with the Game Boy® Advance System.

Complete Game Controls



MENU OPTIONS

ACTION	CONTROL
Highlight Option	Control Pad
Select Option/Confirm	A Button
Previous Screen/Cancel	B Button

GAME CONTROLS

ACTION	CONTROL
Move	Control Pad
Spell Button	A Button (hold to charge)
Action Button	B Button
Use current item	L Button
Jump	R Button
Cycle through spells	SELECT + A Button
Cycle through items	SELECT + L Button
Pause and Show/Hide Information Screens	START
Move between Information Screens	L Button/ R Button

- ◆ For flying instructions, refer to *Flying Your Broomstick* on p. 13.
- These are the default controls. For information about changing the game controls, see *Options* on p. 20.

Dare You Return To Hogwarts?

As a young wizard-in-training, Harry Potter, you can't wait to leave the non-magical world behind and return to Hogwarts School of Witchcraft and Wizardry™ for your second year. But during the summer holidays, a most peculiar visitor appears in your bedroom with a dire warning - disaster will strike upon your return to Hogwarts!

As the new term starts, this grave prediction seems to be coming true. Strange and terrible events occur - and you always seem to be nearby. Panic reigns, but nobody knows who - or what - is to blame. Could Draco Malfoy be behind the attacks? Is Hagrid somehow involved? You don't know whom to suspect, but when your schoolmates discover you can speak Parseltongue, you become the number one suspect!

With the help of old friends, Ron and Hermione, it's up to you to solve the mystery and clear your name, before another victim is claimed and the doors of Hogwarts close forever!

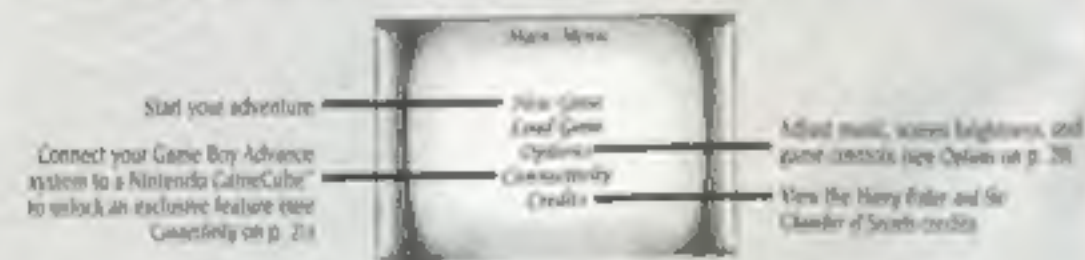
FOR MORE INFO about this and other titles, check out EA GAMES™ on the web at www.eagames.com

Getting Started

Main Menu

From the Main menu you can start a new game, continue an adventure in progress, adjust game options, and more.

- ◆ To enter the Main menu, press **START** from the Title screen.



- ◆ To start a new adventure, highlight **NEW GAME**, then press the **A** Button.
- If you've saved previously, an extra option appears: highlight **LOAD GAME** and press the **A** Button to continue your adventure. For more information, see *Saving/Continuing an Adventure* on p. 22.

NOTE: Default settings in this manual appear in **bold** type.

The World of Wizardry

Your adventure begins in Diagon Alley, where Hagrid guides you to Gringotts bank to get some money to buy equipment for the new school year.

Game Screen



The Action Button

There's so much to explore in this magical world. Fortunately, it's very easy to interact with the characters and objects you encounter. By pressing the **B** Button, you can perform all manner of tasks. These are just a few:



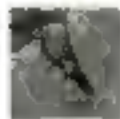
Open objects.



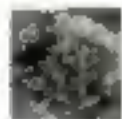
Pull levers.



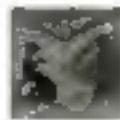
Pick up items...



and throw them.



Push heavy objects such as boulders or gem carts.



Use stealth to sneak around without being heard.

Casting Spells

As a wizard-in-training, your spell-casting abilities will help you defeat enemies, remove barriers, solve puzzles and much more – but only if you've learned the right spell! Finding the Spell Books that teach you new spells won't be easy: some can be obtained in specific lessons but others are guarded by dangerous enemies.

Wizard Tip You can read about spells and their uses, after you've discovered them, by selecting SPELLS in your Notebook (see Notebook on p. 18).

- ◆ To cast a spell, press the **A** Button.
- ◆ Increase the power of Flipendo, Incendio, and Skurge spells by holding down the **A** Button to fill the spell charge bar on-screen. Release the **A** Button when the bar is full to cast a full-powered spell!

Different spells have varying uses, but many can open specific sorts of barriers or operate switches, unlocking some of Hogwarts' secret areas.



Flipendo, also known as "Knockback jinx", is the only spell you know at the start of the game – but that doesn't mean it's not powerful!

- ◆ When cast quickly, Flipendo stuns enemies. However, a fully charged Flipendo causes serious harm to most foes.



It can also operate Flipendo switches...



...and move barrels that are too heavy to lift.

There are many more spells to learn – experiment to find out what they can do:



Incendio – a magical flame that can burn barriers or light the way to secrets.



Wingardium Leviosa – levitates some objects that are too heavy to move.



Skurge – a weapon against ghostly obstacles of all kinds.



Avifors – makes certain objects take flight.



Alohamora – the key to magical locks.

Wizard Tip: To quickly change spells during the game, press **SELECT** and the **A** Button together to cycle through your available spells.

Items and Objects

For those used to the humdrum world of non-magical folk, everyday wizard objects can seem quite remarkable.

OWL POSTS

Wizards don't have to rely on postmen to receive their letters – their messenger owls can deliver mail anywhere. Look out for Owl Posts – someone might have sent you a scroll containing some useful information.

♦ To read an Owl Scroll, stand next to the Owl Post and press the **B** Button. Owl Scrolls are stored in your Notebook (see p. 18).

REMEMBRALLS

If you're in a tricky spot, you'll be happy to see one of these impressive gadgets. Walk through a Remembrall to record your activities up to that point. Now, if your stamina drops too low and you faint, you can restart your current task from the last Remembrall you touched.

NOTE: Remembralls only work while you continue your present game. To save your progress before you turn off your Game Boy Advance system, you must locate a Save Book (see *Saving/Continuing an Adventure* on p. 22).

FAMOUS WITCHES AND WIZARDS CARDS



Collecting these fantastic cards, which feature pictures of renowned witches and wizards, is a popular hobby with pupils at Hogwarts – and no wonder, as well as filling up your album, the Folio Magi, they also unlock secrets and rewards! (For more on the Folio Magi, see p. 19).

WIZARD MONEY

If you want to buy something from any of the shops you find, you'll need money – wizard money that is! There are three types of wizard coins:

- 1 bronze **Knut** – the smallest unit of currency
- 1 silver **Sickle** – worth 29 Knuts
- 1 gold **Galleon** – worth 17 Sickles (493 Knuts)

Wizard Tip: You can find money in places you'd expect – like banks and treasure chests – but searching in surprising places may unearth some coins too.

WIZARD SWEETS

Bertie Bott's Every Flavor Beans

Famous Witches and Wizards Cards aren't the only magical items you can collect. As their name suggests, these unusual sweets come in a range of flavors – from Chocolate to Curry. Collect all the Bertie Bott's Every Flavor Beans of the same flavor at Hogwarts to win some useful and amazing rewards!

Chocolate Frogs, Pumpkin Pasties, and Cauldron Cake

Wizard food doesn't just taste good – it has amazing properties too. Picking up Pumpkin Pasties and Cauldron Cake gives your stamina a boost, while collecting five Chocolate Frogs adds an extra lightning bolt – but you'll have to catch them first.

Life at Hogwarts

Your second year at Hogwarts will reintroduce some familiar places and pastimes but there are always new things to learn.

Flying Your Broomstick

FLYING CONTROLS

- ◆ Move using the Control Pad.
- ◆ To accelerate, press the A Button.
- ◆ To boost, press the B Button.
- ◆ To catch the Snitch (the Flitterby in Practice mode), press the A Button.
- ◆ To Maneuver left/right (Flying Practice only), press the L Button/R Button.

FLYING PRACTICE

Your broomstick skills are bound to be a bit rusty after the summer holiday. When the new term starts, Madam Hooch and Oliver Wood are on hand to help you brush up your technique. Prepare yourself with some practice lessons before you take to the Quidditch pitch.



QUIDDITCH

This aerial game is the magical world's favorite sport. Now, in your second year, Quidditch is more exciting than ever. As Gryffindor's Seeker you must race through the speed-up rings, gathering power to boost past your rival Seeker.



When you catch up to the speedy Golden Snitch, reach out and grab it to win the match!



- If you fail to catch the Snitch before the red timer bar runs out, it escapes and you must chase it down again.

House Points

If you're going to help Gryffindor™ win the House Cup for the second year running, you'd better do your best to stay out of trouble – or at least not get caught. House Points are awarded for good performance in lessons, and deducted for breaking school rules – like being caught creeping around in areas that are off-limits.

Potions

Potions class with Professor Snape may be your least favorite lesson, but knowledge of these magical liquids could prove essential. Drinking some potions can raise your stamina, while others have more exotic properties. After you've obtained some bottles to store your potions in, you can stock up on potions whenever you find a cauldron.

- ♦ To fill a Potion bottle, stand next to a Cauldron and press the B Button.

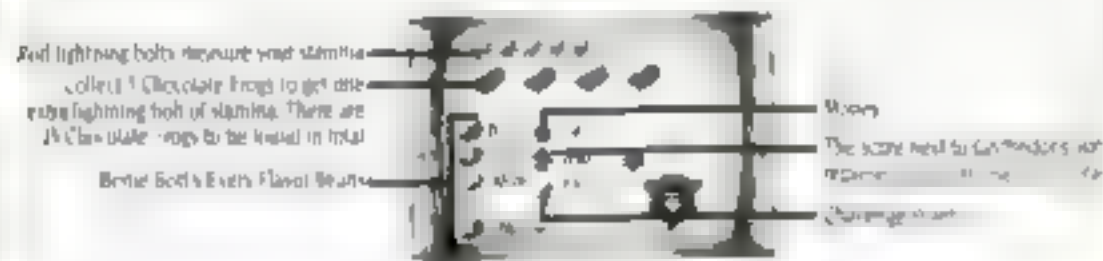
Wizard Tip: Different potions need to be stored in different bottles.

Info Screens

Open the Information Screens to check your status, see what items and spells you have gathered, look over your card collection, or read up on what you've learned throughout your adventure.

- ◆ Press **START** to open information screens.
- ◆ Press the **R** Button [**Button**] to move through screens clockwise (or anti-clockwise).
- ◆ Press **START** again to return to the game.

Stamina/Collectables Screen



Items/Spells Screen

View all of the items you've collected and check which spells you've learned so far.



- ◆ To equip a new item, highlight your choice with the **Control Pad** and press the **A** Button to confirm it. The new item now appears in the box at the top left of the screen and is ready to use.
- ◆ To choose a new spell, highlight your choice with the **Control Pad** and press the **A** Button to select it. The new spell now appears in the box at the top right of the screen and is ready to be cast.

Wizard Tip: To quickly change spells in-game without opening the Items/Spells screen, press and hold **SELECT** and tap the **A** Button to cycle through the available spells. To change items quickly in-game, press and hold **SELECT** and tap the **L** Button together to cycle through your items.

Notebook

With so many new people, places, and tasks to remember, your Notebook will prove an invaluable reminder. As you progress through your adventure, more information is added to the Notebook, along with new categories, so check back often.

ITEMS

Learn about the many magical objects you will encounter.

SPELLS

Gain tips about how to use the spells you have mastered.

TASKS

Check this list for a reminder of your to-do list.

OWL SCROLLS

Read through any owl scrolls you have received.

OPTIONS

Adjust in-game music, display, and controls for more information, see Options on p. 211.

Folio Magi

The screen is a visual list of all 15 Famous Witches and Wizards cards that you can find. Collecting them all is sure to be a difficult task, but your efforts will certainly be well rewarded. The cards are divided into sets of one row for each of the five categories: 4 cards you can collect, Beasts, Potions, Destructive Charms, and Locations.



- ◆ Press the A Button to highlight a witch or wizard and add up on the witch or wizard pictured, or press the B button to return to the Folio Magi.

Map Screen

Knowing the way around Hogwarts can be tricky. Once you've found a map of the school and grounds, you can access it in the information screens.

- ◆ To view a card the map, press the controller pad.

Options

Adjust the in-game music, display, and controls. You can access the Options menu from the Notebook information screen or from the Main Menu.

MUSIC Turn the game music **ON** or **OFF**.

BRIGHTNESS Adjust the display to appear **BRIGHT** or **NORMAL**.

ISOMETRIC CONTROLS Switch between **NORMAL**, **A**, or **B** control set-ups.

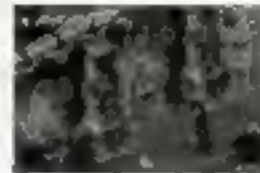
- With **NORMAL** controls, press the Control Pad to move up, down, left, or right.
- With **A** or **B** controls selected, press the Control Pad to move diagonally.

FLIGHT CONTROLS Switch between **NORMAL** or **INVERTED** flight controls.

- With **NORMAL** flight controls, press the Control Pad up/down to move up/down.
- With **INVERTED** flight controls selected, press the Control Pad up/down to move down/up.

GAME CONTROLS To assign the **JUMP**, **ACTION**, **SPELL**, and **ITEM** functions to different buttons, highlight a function using the Control Pad, press the **A** Button to select, and then press the button you wish to change it to.

Connectivity



If you're lucky enough to have both the Game Boy® Advance and Nintendo GameCube™ versions of *Harry Potter and the Chamber of Secrets*, you can use a Nintendo GameCube™ - Game Boy® Advance cable to connect your Game Boy Advance system to a Nintendo GameCube™ and instantly unlock an exclusive secret area!

NOTE: Please see the Nintendo GameCube™ - Game Boy® Advance cable instruction booklet for details on how to attach the cable.

◆ For detailed instructions on how to unlock the secret area, please refer to the manual for *Harry Potter and the Chamber of Secrets* for the Nintendo GameCube™.

Saving/Continuing an Adventure



To save your adventure, you must find one of the magical Save Books located within the world.

- ✦ Stand next to the Save Book and press the B Button. Highlight YES to save or NO to return to the game using the Control Pad, and press the A Button to confirm.

To continue a saved adventure, highlight LOAD GAME from the Main Menu and press the A Button to confirm.

- Gameplay resumes from the Save Book where you last saved your progress.

SYNTHESIS

Limited 90-Day Warranty

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EA WARRANTY MAILING ADDRESS

Electronic Arts Customer Warranty

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